MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2015/2016

MSD 3013 – SOUND DESIGN 2

(All sections / Groups)

15 OCTOBER 2015
2.30 p.m. – 4.30 p.m.
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 6 pages with 3 Sections
   Section A: Multiple Choices, 10 Questions, 1 point each
   Section B: Fill in the blanks, 10 Questions, 1 point each
   Section C: Essay Type, 4 Questions, 5 points each

2. Answer **ALL** Questions in Each Section. All questions carry equal marks and the distribution of the marks for each question is given.

3. Please print all your answers in the Answer Booklet provided.

Section A
Multiple Choices. Please Answer all 10 questions in this section (1 point each).

1. If a producer asks you to EQ the drum track somewhere between the 20 Hz to 100 Hz range, he is most probably requesting you to adjust the _____ to the track.

   a. warmth
   b. power
   c. presence
   d. punch
   e. crispiness

2. The technique used in equalization to help define instruments and keep masking to a minimum is call _____.

   a. boosting
   b. filtering
   c. complementary equalization
   d. masking
   e. cutting

3. Which of the following statements defined the purpose for using dynamic processing to an audio signal?

   i. To add a "PUNCH" to the sound.
   ii. To increase the perceive loudness.
   iii. To "Bring-out" certain tracks in a mix.
   iv. To make all tracks "gel" together.
   v. To change the actual sound of a certain track.

   a. i & ii
   b. ii, iii & iv
   c. i, ii, & iii
   d. iv & v
   e. All of the Above

4. Compression _____ is the level at which compression ratio takes effect.

   a. threshold
   b. ratio
   c. attack time
   d. gain
   e. knee

Continued...

5. The range of frequencies that can be heard by humans is between _____ to 20,000Hz.

   a. 2Hz to 2,000Hz
   b. 3Hz to 3,000Hz
   c. 20Hz to 20,000Hz
   d. 30Hz to 30,000Hz
   e. None of the above

6. Which of the following is TRUE about "Rhythm"?
   i. It is always easy to define and to feel, as in marches or rock music.
   ii. In music, it can be defined as the particular arrangement of note lengths in a piece of music.
   iii. When you clap your hands or tap your foot to music, you are responding to its rhythm.
   iv. It is the quality of sound that can be described by words like bright, dark, brilliant, mellow and rich.
   v. It's the degree of loudness or softness in music.

   a. ii & iii
   b. ii, iii & iv
   c. i, ii, & iii
   d. iii, iv & v
   e. All of the Above

7. The characteristic of a music that gives speed at which it is performed and provides the pulse and drive for the underscore is call _____.

   a. melody
   b. tempo
   c. harmony
   d. dynamic range
   e. style

8. Which of the following are the main reasons why we equalized in an audio production?
   i. To improve the tone quality (timbre) of an audio signal.
   ii. To create a special effect (like a telephone voice sound).
   iii. To help a track to stand out (example voice over track).
   iv. To fix dynamic and room position problems
   v. To create a better placement of scores.

   a. i & ii
   b. ii, iii & iv
   c. i, ii, & iii
   d. iv & v
   e. All of the Above

Continued...

9. Which one of the following is not a function of Foley?

   a. Virtual reality
   b. Enhancing Reality
   c. Replacing Reality
   d. Supporting Reality
   e. Creating Reality

10. _____ is the opposite of ambience in sound design?

   a. silence
   b. foley
   c. narration
   d. sound efx
   e. reverb

Section B

Fill in the Blanks. Please answer all 10 questions in this section (1 point each).

1. The equalization plug-ins that is pre-installed with Cockos Reaper is ____.

2. The parameters that can normally be found in an EQ plug-ins are Filter, _____, Q-factor, Gain and Output.

3. Compressors are devices that affect the _____ of a sound source.

4. The standard degree-angle in placing the speakers in a stereo setup is ___.

5. A pitch of a sound is determined by the frequency of its vibrations - the ____ the vibrations, the higher the pitch.

6. Music exists only in time, where its sounds begin, _____, repeat and end.

7. _____ is a term used to describe a broad range of modern classical electronic music. It often explores the interaction of natural and electronically generated sounds and effects.

8. When an accented note comes where we normally would not expect on weak beats, or even in between beats, the effect is known as _____. This is very common in jazz music.

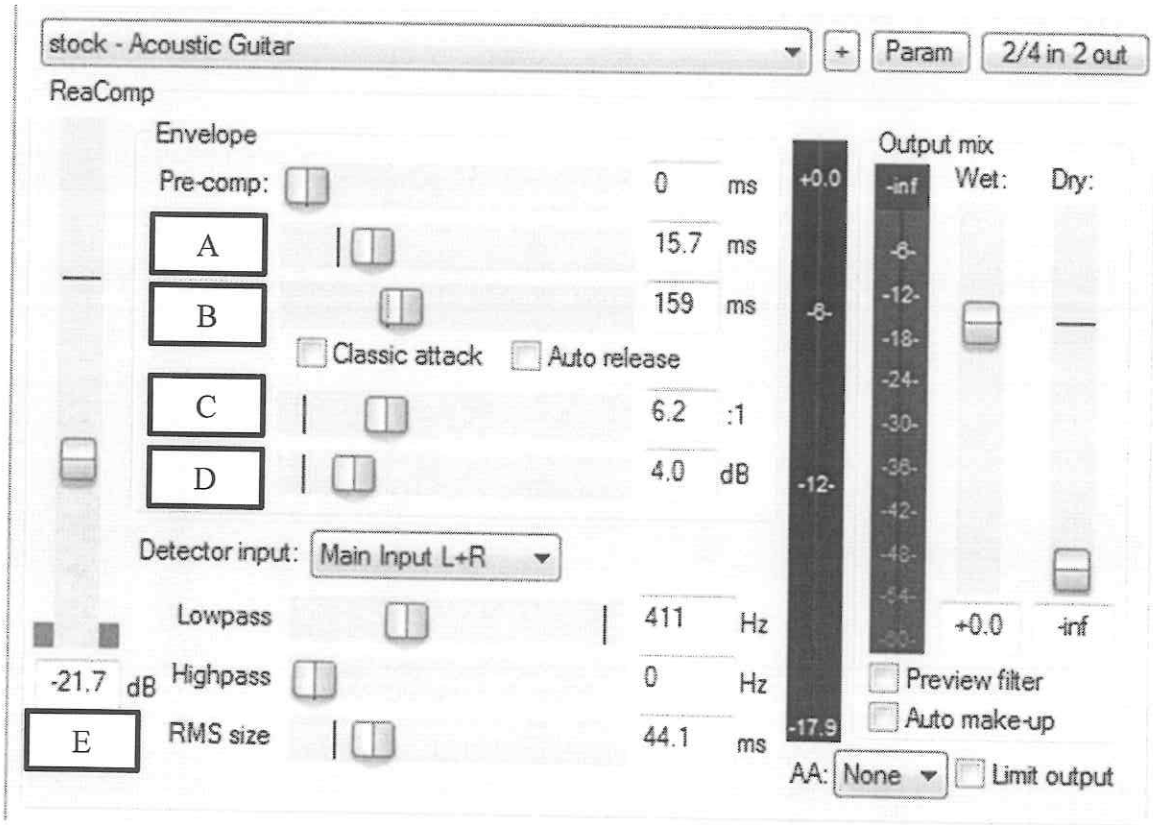
9. In most cases, _____ pitches may indicate something strong, somber or peaceful and calm, such as the sadness of a funeral scene.

10. _____: This determines if the original track will be drowning in reverb (that's wet) or has just a slight ringing quality (dry)

Continued…

Section C
Essay. Please answer all 4 questions in this section (5 points each)

1. Define and explain the 'Hard Emotional Effects' in Sound Design.
2. List The 4 Definitions of ADR
3. Name the compressor's parameters on the ReaComp plug-ins as per image below:



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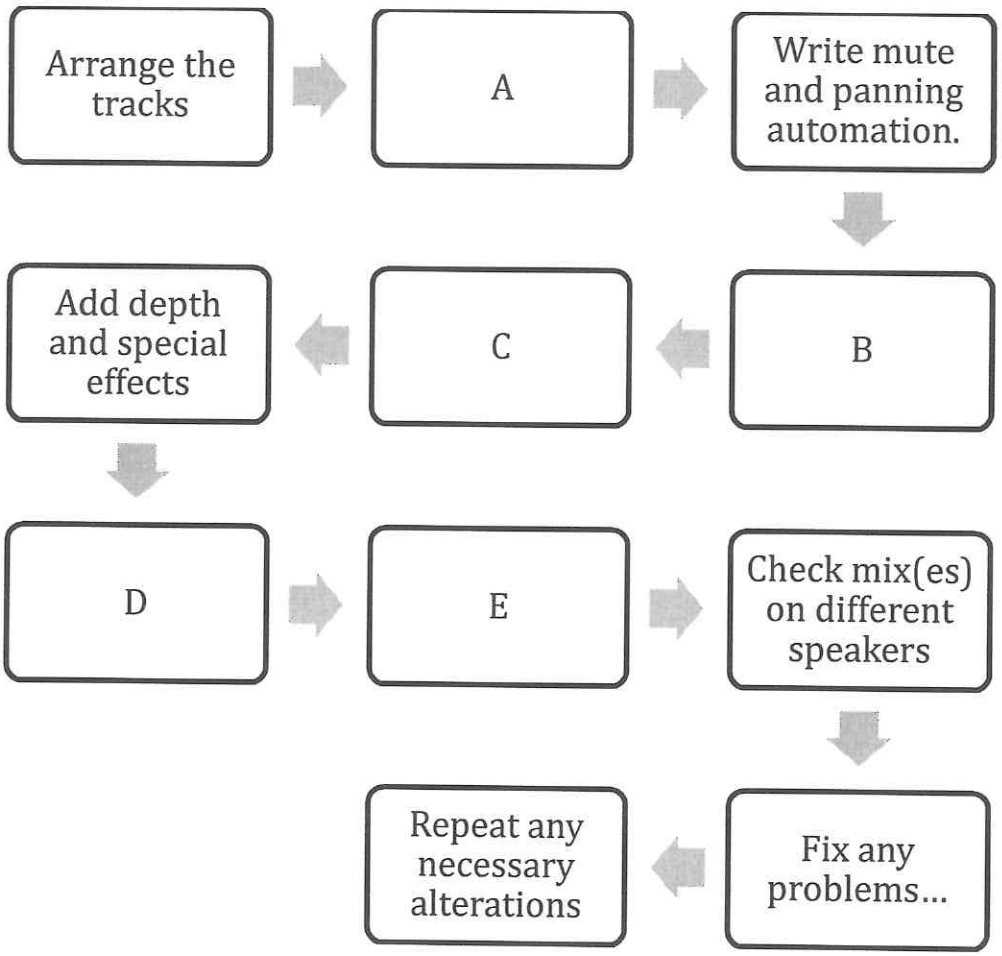
4. The following diagram is the mixing process for a basic sound production. Please fill in the empty boxes (A,B,C,D,E) to complete the process.



End of Paper.